

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1 1. (Currently Amended) A computer implemented method of providing a graphical display for a  
2 desktop application, comprising:  
3 providing an application programming interface associated with a three-dimensional  
4 graphics card, the application programming interface to process at least two-dimensional scene  
5 graph commands;  
6 generating at least one two-dimensional scene graph object command to create a  
7 respective at least one two-dimensional object;  
8 receiving the at least one two-dimensional scene graph object command with the  
9 application programming interface;  
10 generating two-dimensional scene graph data in accordance with the receiving the at least  
11 one two-dimensional scene graph object command, the two-dimensional scene graph data  
12 including the at least one two dimensional object;  
13 ~~generating scene graph data in conjunction with a central processing unit, the scene graph~~  
14 ~~data including at least one two-dimensional object;~~  
15 storing the two-dimensional scene graph data as part of a scene graph data group in a  
16 local memory disposed upon a three-dimensional graphics circuit module coupled to the central  
17 processing unit, wherein the three-dimensional graphics circuit module has includes a local  
18 processor coupled to the local memory; ~~and wherein the three-dimensional graphics circuit~~  
19 ~~module is adapted to generate the graphical display via the local processor;~~  
20 generating a two-dimensional scene graph display command to render, ~~wherein the scene~~  
21 ~~graph display command is associated with the at least one two-dimensional object;~~  
22 interpreting the two-dimensional scene graph display command with the three-  
23 dimensional graphics circuit module; and

24 ~~displaying-rendering~~ at least one two-dimensional image on the graphical display with the  
25 ~~three-dimensional graphics circuit module~~ local processor in accordance with the interpreting,  
26 wherein the at least one two-dimensional image is ~~associated~~ derived from with the at least one  
27 two-dimensional object stored in the local memory.

1 2. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional  
2 scene graph display command includes:  
3 receiving object data associated with a selected one of the at least one two-dimensional  
4 object; and  
5 associating the object data with the selected one of the at least one two-dimensional  
6 object to provide the scene graph display command.

1 3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and  
2 is associated with at least one of an aircraft and a geographic feature.

1 4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents  
2 an aircraft.

1 5. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional  
2 scene graph data includes generating the two-dimensional scene graph data including at least one  
3 of a first two-dimensional scene graph data portion representing a land geography, and a second  
4 two-dimensional scene graph data portion representing one or more aircraft.

1 6. (Currently Amended) The method of Claim 1, ~~wherein the generating the scene graph data~~  
2 ~~includes generating the scene graph data associated with at least one two-dimensional object and~~  
3 ~~with further comprising rendering at least one three-dimensional image on the computer screen at~~  
4 in accordance with at least one three-dimensional object stored in the local memory.  
5

1 7. (Currently Amended) The method of Claim 1, wherein the two-dimensional scene graph data  
2 includes at least one text object, the at least one two-dimensional object includes at least one text  
3 character, and the at least one two-dimensional image includes at least one text character image.

1 8. (Currently Amended) A computer-program-readable storage medium having computer  
2 readable code thereon for providing a graphical display for a desktop application, the medium  
3 comprising:

4 instructions for providing an application programming interface associated with a three-  
5 dimensional graphics card, the application programming interface to process at least two-  
6 dimensional scene graph commands;

7 instructions for generating at least one two-dimensional scene graph object command to  
8 create a respective at least one two-dimensional object;

9 instructions for receiving the at least one two-dimensional scene graph object command  
10 with the application programming interface;

11 instructions for generating two-dimensional scene graph data in accordance with the  
12 receiving the at least one two-dimensional scene graph object command, the two-dimensional  
13 scene graph data including the at least one two dimensional object;

14 ~~instructions for generating scene graph data in conjunction with a central processing unit,~~  
15 ~~the scene graph data including at least one two-dimensional object;~~

16 instructions for storing the two-dimensional scene graph data as part of a scene graph  
17 data group in a local memory disposed upon a three-dimensional graphics circuit module  
18 coupled to the central processing unit, wherein the three-dimensional graphics circuit module has  
19 a local processor coupled to the local memory; ~~and wherein the three-dimensional graphics~~  
20 ~~circuit module is adapted to generate the graphical display via the local processor;~~

21 instructions for generating a two-dimensional scene graph display command to render  
22 ~~associated with the at least one two-dimensional object;~~

23 instructions for interpreting the two-dimensional scene graph display command with the  
24 three-dimensional graphics circuit module; and

25           instructions for ~~displaying-rendering~~ at least one two-dimensional image on the graphical  
26 display with the ~~three-dimensional graphics circuit module~~ local processor in accordance with the  
27 instructions for interpreting, wherein the at least one two-dimensional image is ~~associated with~~  
28 derived from the at least one two-dimensional object stored in the local memory.

1    9. (Currently Amended) The computer-~~readable storage program~~ medium Claim 8, wherein the  
2    instructions for generating a two-dimensional scene graph display command include:  
3           instructions for receiving object data associated with a selected one of the at least one  
4    two-dimensional object; and  
5           instructions for associating the object data with the selected one of the at least one two-  
6    dimensional object to provide the scene graph display command.

1    10. (Currently Amended) The computer-~~readable storage program~~ medium Claim 9, wherein  
2    the object data is provided by a radar system and is associated with at least one of an aircraft and  
3    a geographic feature.

1    11. (Currently Amended) The computer-~~readable storage program~~ medium Claim 8, wherein  
2    the at least one two-dimensional object represents an aircraft.

1    12. (Currently Amended) The computer-~~readable storage program~~ medium Claim 8, wherein  
2    the instructions for generating the two-dimensional scene graph data include instructions for  
3    generating the two-dimensional scene graph data including at least one of a first two-dimensional  
4    scene graph data portion representing a land geography, and a second two-dimensional scene  
5    graph data portion representing one or more aircraft.

1    13. (Currently Amended) The computer-~~readable storage program~~ medium Claim 8, wherein  
2    the further comprising instructions for rendering at least one three-dimensional image on the  
3    computer screen in accordance with ~~generating the scene graph data~~ include instructions for

4 ~~generating the scene graph data associated with at least one two-dimensional object and with at~~  
5 ~~least one three-dimensional object.~~

1 14. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 8, wherein  
2 the two-dimensional scene graph data includes at least one text object, the at least one two-  
3 dimensional object includes at least one text character, and the at least one two-dimensional  
4 image includes at least one text character image.

1 15. (Currently Amended) A ~~computer implemented~~ radar system for providing a graphical  
2 display ~~for a desktop application~~, comprising:  
3 a radar for providing radar data representative of an aircraft, wherein the radar data  
4 includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data  
5 includes a radar-data identifier that associates the radar data with the aircraft;

6 a display processor having a scene graph display command generator for generating a  
7 two-dimensional scene graph object command to create a respective two-dimensional object  
8 representative of the aircraft, and also for generating a two-dimensional scene graph display  
9 command associated with to render scene graph data including at least one a two-dimensional  
10 image representative of the two-dimensional object, wherein the display processor includes an  
11 association processor to:

12 receive the radar data; and

13 associate the radar data with the two-dimensional object representative of  
14 the aircraft;

15 an application programming interface associated with a three-dimensional graphics card,  
16 the application programming interface to process at least two-dimensional scene graph  
17 commands; and

18 a three-dimensional graphics circuit module coupled to the display processor and to the  
19 application programming interface, wherein the three-dimensional graphics circuit module has  
20 includes a local memory disposed thereon and a local processor coupled to the local memory,  
21 and wherein the three-dimensional graphics circuit module is adapted to generate the graphical

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22 ~~display via the local processor, wherein the three-dimensional graphics circuit module is adapted~~  
23 ~~to store~~ stores the two-dimensional scene graph data as part of a scene graph data group in the  
24 local memory, and wherein the three-dimensional graphics circuit module is adapted to interpret  
25 interprets the two-dimensional scene graph display command, wherein the three-dimensional  
26 graphics circuit module generates the graphical display via the local processor in response to the  
27 generation of the two-dimensional scene graph display command, resulting in a display of at  
28 least one two-dimensional image on the graphical display, wherein the at least one two-  
29 dimensional image is associated with derived from the at least one two-dimensional object stored  
30 in the local memory.

1 16. (Canceled)

1 17. (Currently Amended) The system of Claim 16, wherein the ~~object radar~~ data is provided by  
2 ~~a radar system and is also~~ associated with at least one of an aircraft and a geometric geographic  
3 feature.

1 18. (Cancelled)

1 19. (Currently Amended) The system of Claim 15, wherein the scene graph command generator  
2 is also for generating a three-dimensional scene graph object command to create a respective  
3 three-dimensional object scene graph data includes at least one two-dimensional object and at  
4 least one three-dimensional object.

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1 20. (Currently Amended) The system of Claim 15, wherein the two-dimensional scene graph  
2 data includes at least one text object, the at least one two-dimensional object includes at least  
3 one text character, and the at least one two-dimensional image includes at least one text character  
4 image.

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1 21. (Canceled)

1 22. (Canceled)

1 23. (Canceled)

1 24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.

1 25. (Currently Amended) The method of Claim 1, wherein the three-dimensional graphics  
2 circuit module is ~~adapted to generate~~ generates the entire graphical display via the local  
3 processor.

1 26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.

1 27. (Currently Amended) The method of Claim 8, wherein the three-dimensional graphics  
2 circuit module is ~~adapted to generate~~ generates the entire graphical display via the local  
3 processor.

1 28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.

1 29. (Currently Amended) The method of Claim 15, wherein the three-dimensional graphics  
2 circuit module is ~~adapted to generate~~ generates the entire graphical display via the local  
3 processor.